

## Vil du spille med?

Do you want to play?

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*Publication date:*  
2009

*Document Version*  
Publisher's PDF, also known as Version of record

*Citation for published version (APA):*  
Reinhard, C. D. (2009). *Vil du spille med? Do you want to play?*. Poster session presented at Forsknings- og Innovationsstyrelsen, Copenhagen, Denmark.

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# Vil du spille med? Do You Want To Play?



Forsknings- og  
Innovationsstyrelsen  
Ministeriet for Videnskab  
Teknologi og Udvikling

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## How Do People Make Sense of Virtual Worlds as Entertainment?

Method: Dervin SMM Interviews within an Experimental Framework

Compare across & go in-depth into experiences with 4 superhero media products:

- Movie: Film of Their Choice
- Video game: Nintendo Wii
- MMOG: Online role-playing game
- MUVE: Constructed Second Life island

### Online RPG: City of Heroes

- Range time spent playing: 30-95 min
- Avg. time spent playing: 70 min

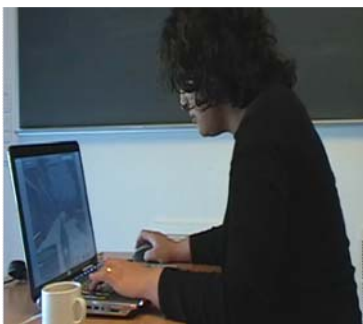
### Second Life: Metrotopia island

- Range time spent playing: 30-100 min
- Avg. time spent playing: 59.5 min

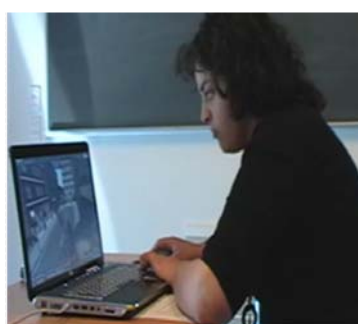
Below are examples of avatars from: *City of Heroes* sessions  
Could be hero or villain – even split in study.



### Metrotopia in Second Life sessions



City of Heroes



Second Life

## Charting the averages of responses to Post-Session Questionnaires

Pattern: as sense of confusion goes up, sense of being entertained goes down;

Although Second Life session least entertaining, perhaps confusion driving desire to engage again and with similar, to answer unanswered questions.

